# YAMATO M20

## ROLE-PLAYING IN LEGENDARY JAPAN

DAVID HUDSON

## Table of Contents


Introduction....2
Stats....2
Races....2
Skills....2
Aspects and Unmei Points....3
Clans and Castes....3
Classes....4
Religion....5
Kami....5
Level Advancement....5
Weapons and Armor....6
Adventuring Gear and Starting Items....7
Sample Characters....7
Combat....8
Magic....8
Shugenja's Spell List....9
Monsters....17
Game Master's Guide....19
License....21


# Yamato m20

*Introduction*

Yamato m20 is a Role-Playing Game set in legendary Japan where players take the roles of samurai, ninja, monks and mystics. Heroic conflict and political intrigue await the characters who must depend on their weapons, their honor and their connection with the spiritual world to defeat their adversaries.

Yamato m20 uses the Microlite20 (m20) system. M20 is a rules-lite version of the 3.x Fantasy System Reference Document (SRD). Game Masters (GM) and players can use SRD and SRD-compatible resources with minimal or no conversion. The SRD and a copy of Oriental Adventures or Rokugan Campaign Setting are recommended.

---

*Stats*

Each character has 3 stats: Strength (STR), Dexterity (DEX) and Mind (MIND). To generate stats for a character, roll 4d6 and drop lowest die. Total the remaining 3 dice and allocate the result to one of the stats. Repeat for remaining stats.

Each stat has a corresponding stat bonus:

**Stat bonus** = (STAT-10)/2, rounded down

*Races*

All player characters are human and get +1 to all skill rolls.

*Skills*

Each character has 4 skills: Physical (PHYS), Subterfuge (SUB), Knowledge (KNOW) and Communication (COMM). Roll higher than the GM-determined Difficulty Class (DC) to succeed at a skill roll.

**Skill rank** = any bonus due to your class, race or clan/caste.

**Skill roll** = d20 + skill rank + class level + appropriate stat bonus is most applicable to the use + situation modifiers.

For example, Climbing would use PHYS + STR bonus. Dodging a falling rock is PHYS + DEX bonus. Finding a trap is SUB + MIND bonus. Disabling a trap is SUB + DEX bonus.

Note that there are no "saving throws" in this game. Use PHYS + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your class level.

**Contest of Skills**: Some situations call for a resolution other than rolling against a DC. When two opponents vying directly

against each other (arm-wrestling, grabbing a sacred idol, playing Go), have them each do a skill roll. Many contests of skills will be PHYS+DEX, but a game of Go would be KNOW+MIND. The highest skill roll wins.

*Aspects and Unmei Points*

Aspects are a collection of traits that help describe the character's background, motivation or appearance. An epithet, quote, relationship, possession, or anything else can be an Aspect. Characters start with seven Aspects at 1st Level and can gain more with Level advancement. For each Aspect, a player gets an Unmei Point (perhaps measured with a poker chip or other counter) at the beginning of each session. At the beginning of each session, or if enough in-game time has passed determined by the GM, a player's Unmei Points are reset.

The best aspects are the ones that can both help and hinder a character. Interesting aspects provide the most opportunity for a player to use and gain Unmei Points. The GM should grant more leeway for aspects that make the gaming session more interesting and enjoyable.

**Invoking an Aspect**

At any time during the session, the player may invoke an Aspect after any die roll by describing how it comes into play and spending an Unmei Point. If the Unmei point is used for something simple (the PC needs just one more flask of oil) and has the aspect "Gear: Encumbered because I travel with everything", the GM simply declares that the PC succeeds. If the Unmei point is used for something requiring a roll, the PC will get a re-roll. The PC can take the highest roll. If the rolls were equal, then the PC gets the result of the roll +1.

The GM may also invoke that character's Aspect(s). Non-player characters, monsters and Kami (spirits) may invoke appropriate aspects. If the player refuses, then she must spend an Unmei Point; if she accepts the consequences, then she gains an Unmei Point. This provides dramatic interest in the PC's flaws and well as allows the players to gain more Unmei points during play.

**Tagging an Aspect**

Players can spend an Unmei point to invoke an aspect, which is not on their own character sheet, if they know what the aspect is. This is referred to as tagging an aspect. Situations, other characters, locations, and other things of dramatic importance can have aspects. Sometimes they're obvious, and sometimes they're less so. Kami are a great way to use tagged aspects since they inhabit every part of nature (a river, a mountain, animals).

As a rule of thumb, tagging someone or something else's aspects requires a little more justification than invoking one of your own aspects. It should be some way to really bring in the visual or theme that the aspect suggests. For aspects on opponents, the player needs to know about the aspect in the first place, and then play to it.

**Starting Aspects**

All characters start with Aspects for Gear, Wealth, Religion and Clan/Caste. Many will have Honor/Bushido or Taint (corrupted by evil Kami). A character will have seven aspects at 1st level.

*Clans and Castes*

Clans and Castes are Aspects that also give a bonus to one skill. The default time period for Yamato m20 is the Heian Period (8th to 12th Century AD). The clan and caste names can be changed to fit other periods of Japanese history. If a character changes his or her clan or caste, the skill bonus will not change.

**Yamato Clans and Castes**

Fujiwara Clan (+1 KNOW, Keepers of the culture and power of the Empire)

Taira Clan (+1 PHYS, Clan of warriors)

Minamoto Clan (+1 COMM, Diplomats between clans)

Tachibana Clan (+1 SUB, influence in regions outside the Imperial Court)

Ronin (+1 SUB, Bad Reputation, Masterless)

Buraku (+2 SUB, Very Bad Reputation, "Untouchable"). Buraku will also have the Aspect: Wealth – Poor.

Commoner (+1 to skill of their choice). Commoners will also have the Aspect: Wealth – Poor

Religious Order (+1 to skill of their choice).

*Classes*

There are seven classes. Players choose a class for their character. Characters begin at Class Level 1.

**Bushi**

Bushi (warrior) can wear armor of any kind. They have a +3 bonus to PHYS and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on. It is a crime to wear Samurai armor (see Armor section).

**Nusutto**

Nusutto (rogue) can wear light armor. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually SUB+DEX, but depends on situation) up on a foe they can add their SUB skill rank to the damage of their first attack.

Common Aspects: Bad Reputation, Taint.

**Ninja**

Ninja wear no armor. They have a +3 bonus to Subterfuge and can fight unarmed (kicks, punches, etc) doing d4 damage (STR bonus to damage still applies). Their unarmed damage increases every four levels starting at the fourth level as shown in the following table:

| **Level** | **1** | **4** | **8** | **12** | **16** | **20** |
|---|---|---|---|---|---|---|
| **Damage** | 1d4 | 1d6 | 1d8 | 1d10 | 2d6 | 2d8 |

Their attacks count as magical after 5th level.

They gain an AC bonus equal to their level divided by 3 (rounded down) provided they are wearing no more than loose fitting clothes.

If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack. This increases by +1 at 5th level and every five levels on.

Required Aspects: Gear: travels light, loyalty to my master

Common Aspects: Bad Reputation, Taint.

**Samurai**

Samurai can wear armor of any kind. They have a +3 bonus to PHYS and add +1 to all attack and damage rolls. This increases by +1 at 4th level and every four levels on. Samurai add +1 to attack and +2 to damage rolls when using a katana. Samurai add +1 to attack and +1 to damage rolls when using a bow.

Required Aspects: Bushido (Honor, Loyalty, Frugality, Honesty)

Common Aspects: Gear - Travels Heavy, Religion - Buddhist.

**Shugenja**

Shugenja (priest) wear no armor. They cast Shugenja spells and gain +3 bonus to Communication. They can cast any Shugenja spell with a spell level equal or below ½ their class level, rounded up. A Shugenja must pick one favored element. He or she must then also choose a prohibited element. Spells from this element are easier to cast, costing 1 less HP to use. A Shugenja cannot cast spells from the prohibited element.

A Shugenja can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Aspects: Travel light. Religion – Shugendo. Often has Honor. Evil Shugenja will have Taint. Clan – Religious Order.

**Sohei**

Sohei (warrior-priest) can wear armor of any kind including Samurai armor. They have a +3 bonus to PHYS and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on. Sohei add +1 to attack and +2 to damage rolls when using a naginata Beginning at 4th level. Sohei can cast any Shugenja spell with a spell level equal or below ¼ their class level, rounded down. They cannot cast spells of 5th level and higher. They can cast spells only from the Water element.

A Sohei can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead + 2. If the DC is

exceeded by 10 it is destroyed. This can be used (Level) times per day.

Required Aspects: Bushido (Honor, Loyalty, Frugality, Honesty), Religion – Buddhist (zealot). Clan – Religious Order

**Yamabushi**

Yamabushi (monk) wear no armor. They have a +3 bonus to PHYS and can fight unarmed (kicks, punches, etc) doing d6 damage (STR bonus to damage still applies). Their unarmed damage increases every four levels starting at the fourth level as shown in the following table:

| **Level** | **1** | **4** | **8** | **12** | **16** | **20** |
|---|---|---|---|---|---|---|
| **Damage** | 1d6 | 1d8 | 1d10 | 2d6 | 2d8 | 2d10 |

Their attacks count as magical after 3rd level.

They gain an AC bonus equal to half their level (rounded up) provided they are wearing no more than loose fitting clothes.

Yamabushi can use DEX bonus + level instead of STR bonus + level as melee attack bonus if unarmed.

Yamabushi make multiple attacks per round by taking -2 on the first attack, -4 on the second attack, and so on, as long as their melee attack bonus is positive.

A Yamabushi can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level) times per day.

Required Aspects: Honor, Gear - Travels light, Wealth: Relies on the help of others, Religion – Shugendo, Clan – Religious Order

*Religion*

All characters must choose a religion as an Aspect. The religious choices are Buddhist, Shinto or Shugenja. Most characters typically will practice elements from both Buddhism and Shinto. The Shugenja religion takes elements from both Buddhism and Shinto and is typically practiced only by Shugenja and Yamabushi. Fervor in one's chosen religion can vary widely.

Look in the References section for resources describing these religions.

*Kami*

Kami are Shinto spirits that reside in everything, particularly in nature. Natural phenomena (thunder, wind), natural objects (mountains, trees, the sun, animals), spirits of one's ancestors are all kami. Some kami are deities or represent human qualities such as wisdom, fertility and war. Most kami are not corporeal and remain unseen. However, some kami may decide to take a physical form, often in the form of an animal, to communicate directly to the characters. In game terms Kami provide many opportunities for characters to use their Unmei points. Using one's knowledge of the surroundings and situation, a character may be able to use Unmei points to invoke a kami who is willing to help. Also, a GM may use evil or mischievous kami to hinder the characters. While Kami are a central part of the Shinto religion, characters of other religions can still Invoke a Kami since most characters will be familiar with this element of Shinto.

*Level Advancement*

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 akki = EL1. 2 akkis = EL2. 4 akkis = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

+1d6 to Hit Points

+1 to all attack rolls

+1 to all skill rolls

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND. The character also gains one more aspect.

Check each class for other level advancement features.

**Example**

The 1st level adventurers have just completed an adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

*Weapons and Armor*

Shields are not used. Instead, the Tessen can be used as a shield conferring AC +1 if not used for attacking.

If wielding a weapon designed for disarming or tripping, do a contest of skills using PHYS+DEX against that of your opponent.

**Light Weapons**

Samurai, Bushi, Sohei, Ninja and Nusutto can use light weapons with their DEX bonus instead of their STR bonus. All five classes can use two light weapons at the same time and make two attacks per round (taking -2 on their attack rolls), or attack with both ends.

| Name | Damage |
|---|---|
| Neko-te (spiked gauntlets, "tiger claws", used in pairs) | 1d4 |
| Jitte (unsharpened dagger with a special hand guard for disarming) | 1d4 |
| Kama (sickle, used in pairs) | 1d6 |
| Kunai (multipurpose knife, throwing knife, trowel, grappling hook, used by ninja) | 1d3 |
| Kusarigama (sickle + morning star, two-handed, also used to trip) | 1d6 |
| Manrikigusari (two weights on a long chain, two-handed, also used to trip & disarm) | 1d4 |
| Nunchaku (two sticks connected with a short chain, two-handed, can be used for two attacks when taking -2 on your roll) | 1d4 |
| Ono (handaxe) | 1d6 |
| Sai (unsharpened dagger with two special hand guards for disarming) | 1d4 |
| Tambo (club, often used in pairs) | 1d4 |
| Tanto (knife) | 1d4 |
| Tessen (war fan, AC +1 if not attacking) | 1d4 |
| Tonfa (short stick with handle, used in pairs) | 1d6 |
| Wakizashi (1'-2' short sword) | 1d6 |
| Wakizashi as part of a Daisho (masterwork +1) | 1d6+1 |

**Other Melee Weapons**

Some of these weapons are polearms that grant users a +2 bonus to initiative. These are all two-handed weapons.

| Name | Damage |
|---|---|
| Bo (6' staff, polearm) | 1d6 |
| Jo (4' staff) | 1d6 |
| Katana (sword) can be used one handed -1/-1 | 1d10 |
| Katana as part of a Daisho (masterwork +1) | 1d10+1 |
| Masakari (battle axe) | 1d8 |
| Naginata (polearm) | 1d10 |
| Nodachi (rare, oversized sword) | 2d6 |
| Sasumata (man catcher used for tripping, polearm) | 1d4 |
| Takujo (6' staff with metal rings and wards on one end) | 1d6 |
| Tetsubo (huge mace) | 1d8 |
| Yari (spear) | 1d8 |

**Ranged Weapons**

| Name | Damage |
|---|---|
| Fukiya (blowgun, 20 needles) | 1 |
| Fukimi-bari (mouth darts) | 1 |
| Shuriken | 1d3 |
| Sling (10 Bullets ) | 1d4 |
| Daikyu (longbow, composite, 20 Arrows) | 1d8 |
| Hankyu (shortbow, composite, 20 Arrows) | 1d6 |

**Armor**

| Armor | Cost | Armor Bonus | Maximum Dex Bonus | Armor Check Penalty | Notes |
|---|---|---|---|---|---|
| Light armor | | | | | |
| Padded | Low | +1 | +8 | 0 | |
| Tatami Do | Medium | +3 | +5 | –1 | |
| Medium armor | | | | | |
| Do Maru | High | +4 | +4 | –3 | |
| Tanko | Very High | +5 | +3 | –4 | Samurai armor |
| Heavy armor | | | | | |
| O-Yoroi | Extremely High | +7 | +2 | –5 | Samurai armor |

*Adventuring Gear and Starting Items*

All characters will start with basic tools of the trade for their respective classes. In addition, characters will have the following items based on their class:
Bushi will have a yari and tatami do

Ninja will have a wakizashi, shuriken, a kunai, thieves tools and caltrops.
Nusutto will have a wakizashi, tatami do, thieves tools and caltrops.
Sohei, Shugenja and Yamabushi will have Buddhist, Shinto and/or Shugendo holy symbols and texts as appropriate.
Sohei will have a do maru, a daikyu and a naginata
Samurais will have a do Maru, daikyu and a katana.
Yamabushi will have a bo.

**Gear Aspect**: "Travels Light", "Have Everything I need", "Travels Heavy" or variations thereof. Use these aspects to resolve questions such as whether or not a character has extra rope, or if they can easily make it over rocky terrain. This is much easier than keeping a huge list of items.

**Wealth**

Since Yamato m20 is more about attaining honor and performing feats of heroism rather than money, instead of keeping track of every yen that a character has to their name, simply use an Aspect - Poor, Has Enough to Get By, Frugal, Comfortable, Wealthy, Very Wealthy, Yen poor but land rich, Lives off the kindness of others, etc.

The GM will need to approve the choice and fit it into the campaign. Note that having more money will draw much attention to the character, something that some such as Ninjas will want to avoid.

*Sample Characters*

Yoshikage, Samurai Level 1
STR 17 (+3), DEX 14 (+2), MIND 10 (+0)
PHYS +5, SUB +1, KNOW +1, COMM +1
HP 21, AC 16 (Do Maru),
Katana +2/+3, d10
Hankyu +2/+2
All other weapons +1/+1
Aspects: Taira Clan, Bushido, Gear – Travel Heavy, Religion – Buddhist, Wealth – Frugal, Grew up in a Buddhist monastery, Loves old maps and books.

Hokke, Bushi Level 1
STR 16 (+3), DEX 13 (+1), MIND 11 (+0)
PHYS +4, SUB +2, KNOW +1, COMM +1
HP 19, AC 12 (Padded Armor)
Aspects: Commoner (+1 to SUB), Wealth – Poor, Gear – Reasonable amount. Religion – Shinto, Protector of village he grew up in. Raised many animals on his parents' farm. Hates Oni because they ransacked his village.
Yari +1/+1 1d8
All other weapons +1/+1
Padded armor

Murasaki, Ninja Level 1

STR 11 (+0), DEX 15 (+2), MIND 14 (+2)

PHYS +1, SUB +5, KNOW +1, COMM +1

HP 16, AC 12 (No Armor)

Bare Hands 1d4

Wakizashi 1d6

Shuriken 1d3

Kunai 1d3

Aspects: Loyalty to My Master, Wealth - Poor, Religion – Shinto, Gear – Travels light, Clan - Tachibana, Very secretive about her ninja abilities, Writing a novel about life in the imperial Court.

Hideie, Shugenja Level 1

STR 12 (+1), DEX 14 (+2), MIND 15 (+2)

PHYS +1, SUB +1, KNOW +2, COMM +4

HP 14, AC 12 (Robes)

Jo d6

Spells: All 0 and 1st level Shugenja spells.

Element: Fire. Prohibited Element: Water

Can turn undead 5 times/day

Aspects: Wealth – Poor, Gear – Travels Light, Clan – Religious Order, Religion – Shugenja, Extensive knowledge of plants, Thinks it is fun to set things on fire, Wishes he were in the Tachibana clan.

Setsu, Yamabushi Level 1

STR 14 (+2), DEX 17 (+3), MIND 10 (+0)

HP 17, AC 14,

PHYS +5, SUB +1, KNOW +1, COMM +1

Fists: 1d6

Can turn undead 3 times/day

Aspects: Wealth – Lives of the generosity of others, Religion: Shugenja, Honor, Gear – Travels light, Clan – Religious Order, Musician (hochiku and shamisen), Really wants to be left alone to meditate.

*Combat*

**Armor Class** (AC) = 10 + DEX bonus + Armor bonus.

**Hit Points** = STR Stat + 1d6/Level.

If HP reaches 0, unconscious and near death. Further damage directly reduces STR. If STR reaches 0, death results.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

**Melee attack bonus** = STR bonus + Level

**Missile attack bonus** = DEX bonus + Level

**Magic attack bonus** = MIND bonus + Level

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Bushi, Samurai, Sohei, Ninja and Nusutto can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Bushi, Samurai, Sohei, Ninja and Nusutto can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

*Magic*

Casting a spell of any kind costs Hit Points. The cost to cast a spell is (2 x level of the spell + 1):

| **Spell Level** | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** |
|---|---|---|---|---|---|---|---|---|---|---|
| **HP Cost** | 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 | 19 |

This loss cannot be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one favored element. Spells from this element are easier to cast, costing 1 less HP to use. If Air is the favored element, Earth is the prohibited element and vice-versa. If Fire is the element then Water is the prohibited element and vice-versa. Shugenja can cast spells from the Void element starting at 5th level. A Shugenja must

be without Taint to cast Void spells. Spells from the prohibited elements cannot be cast.

Since magic involves channeling Kami, a shugenja or sohei can to use an Unmei point to affect their spell roll. The spell must be from their favored element and the element must be present nearby in a substantial non-trivial manner: a strong wind for Air, rubble for Earth, torches for Fire, a stream for Water.

The Difficulty Class (DC) for all spells is

10 + Caster Level + Caster's MIND bonus

*Shugenja's Spell List*

Spell lists for Shugenja and Sohei are listed in the SRD, Oriental Adventures (OA), Rokugan Campaign Setting (RoK) and Magic of Rokugan (MoR).

**0-Level Spells**

**Air**

Know Direction
Flash of Insight (MoR)
Flight of Doves (MoR)
Gathering Swirl (MoR)
Guidance
Daze
Ghost Sound
Ray of Frost

**Earth**

Be the Mountain (MoR) [This spell grants DR 2/magic while in effect]
Call Earth (Rok)
Mending
Jurojin's Balm (MoR)
Mage Hand
Resistance
Pebble Charm (MoR)
Virtue

**Fire**

Agasha's Touch (Rok)
Call Fire (Rok)
Dancing Lights
Flickering Flame (MoR)
Flaring Speed (MoR)
Flare
Disrupt Undead
Light
Whispers of the Kami (MoR)

**Void**

Drawing Out the Void (MoR)
Void Touch (MoR)

**Water**

Detect Magic
Cleanse (MoR)
Detect Poison
Purify Food and Drink
Cure Minor Wounds
Purity (MoR)
Suitengu's Surge (MoR)
Create Water

**All**

Commune With Elements (Rok)
Summon (Rok)
Read Magic

**1st-Level Spells**

**Air**

The Arrow's Flight (MoR)
Blessed Winds (MoR)

Feather Fall

Jump

Detect Snares and Pits

Chill Touch

Disguise Self

Silent Image

Ventriloquism

Quiescence of Air (Rok)

Speed of Breath (MoR)

Expeditious Retreat

Sleep

**Earth**

Magic Stone

Magic Weapon

Earth's Mercy (MoR)

Earth's Stagnation (Rok)

Hands of Clay (Rok)

Shield of Faith

Mage Armor

Mask of the Mountains (MoR)

Protection From Taint (OA)

Sanctuary

Pass Without Trace

Whispers of the Land (MoR)

Wholeness of the World (MoR)

**Fire**

Faerie Fire

Hypnotism

Burning Hands

Evil Ward (MoR)

Eye of the Sun (Rok)

Cause Fear

Endure Elements

Never Alone (MoR)

Produce Flame

Color Spray

Ruined Earth (MoR)

Shocking Grasp

**Void**

Look Into the Void (MoR)

Touch of All (MoR)

**Water**

Remove Fear

Castle of Water (Rok)

Detect Taint (OA)

Ebbing Strength (MoR)

Bless

Magic Fang

Charm Animal

Cure Light Wounds

Speed of the Waterfall (MoR)

Spirit of Water (MoR)

Obscuring Mist

True Strike

Bane

**All**

Importune Kami I (MoR)

Sense Spirit (MoR)

**2nd-Level Spells**

**Air**

Eagle's Splendor

Levitate

Distracting Spirits (MoR)

Eyes Shall Not See (MoR)

Silence

Gust of Wind

Detect Thoughts

Know the Shadows (OA)

Lessons of the Lion (MoR)

Minor Image

Reflecting Mirror (MoR)

Knock

Yari of Air (OA)

**Earth**

Barkskin

Courage of the Seven Thunders (Rok)

Earthen Barrier (MoR)

Make Whole

Hold Person

Mask of Jade (MoR)

Mercy Soften Earth and Stone

Murmur of Earth (MoR)

False Life

Tetsubo of Earth (OA)

Shield Other

Tree Shape

Bear's Endurance

**Fire**

Burning Kiss of Steel (MoR)

Pyrotechnics

Burning the Ashes (MoR)

The Fires that Cleanse (Rok)

Flaming Sphere

Cat's Cunning

Touch of Idiocy

Hurried Steps (New)

Heat Metal

Flame Blade

Oath of the Two Heavens (MoR)

Cat's Grace

**Void**

Boundless Sight (MoR)

Drawing the Void (Rok)

Unraveling (MoR)

**Water**

Protection From Arrows

Bo of Water (OA)

Clarity of Purpose (MoR) [This spell grants a +4 bonus to initiative checks for a number of hours equal to your caster level]

Fortune's Turn (MoR)

Remove Paralysis

Iuchi's Sling (MoR)

Bull's Strength

Lesser Restoration

Delay Poison

Cure Moderate Wounds

Locate Object

Owl's Wisdom

Wisdom and Clarity (Rok)

**All**

Awaken Weapon (New)

Importune Kami II (MoR)

Resist Energy

**3rd-Level Spells**

**Air**

Wind Wall

Cloak of Night (MoR)

Stinking Cloud

Dispel Slumber (MoR)

Invisibility

False Tongue (MoR)

Haste

Fly

Major Image

Nondetection

Clairaudience/Clairvoyance

Deep Slumber

Winds of Aggression (MoR)

**Earth**

Agasha's Kiss (MoR)

Prayer

Magic Vestment

Greater Magic Weapon

Blood Curse (MoR)

Kaiu's Jade (MoR)

Stone Shape

Magic Circle Against Taint (OA)

Plant Growth

Slow

Spike Growth

Tremor (Rok)

Meld into Stone

**Fire**

Scorching Ray

Flame Arrow

Burn the Soul (Rok)

Disrupt the Aura (MoR)

Fire Wings (OA)

Call Lightning

Gaijin Flames (MoR)

Keen Edge

Osano-Wo's Blessing (MoR)

Fireball

Searing Light

Daylight

**Void**

Contemplate the Void (Rok)

Touch of Nothing (New)

Voice of the Void (MoR)

Unraveling II (MoR)

**Water**

Water Breathing

Create Food and Water

The Inner Ocean (MoR)

Heroism

Rage

Cure Serious Wounds

Remove Blindness/Deafness

Remove Curse

Remove Disease

Ride Through the Night (MoR)

Surging Soul (MoR)

Water Walk

Wonderful Origami Fushiki (Rok)

**All**

Protection from Energy

Dispel Magic

Importune Kami III (MoR)

Spirit Sight (MoR)

Summon Nature's Ally III*

Glyph of Warding

**4th-Level Spells**

**Air**

Blessings of Isora (MoR) [You gain DR 20/magic against melee attacks and DR 20/earth against ranged attacks with this spell]

Bridge to Yomi (MoR)

Shout

Hallucinatory Terrain

Detect Scrying

Air Walk

Illusory Wall

Discern Lies

Whispers of Twilight (MoR)

Wisdom of the Kami (Rok)

**Earth**

Death Ward

Dismissal

Immortal Steel (Rok)

Jade Strike (OA)

Lesser Globe of Invulnerability

Lessons of the Crab (MoR)

Spike Stones

Slash of the Lion (MoR)

Spell Immunity

Star-Filled Steel (MoR)

**Fire**

Lightning Bolt

Quench

The Fires From Within (New)

Fist of Osano-Wo (MoR)

Explosive Runes

Fire Shield

Tamori's Curse (MoR)

Wall of Fire

Warning Flame (MoR)

**Void**

Endless Depth (MoR)

Kharmic Intent (Rok)

Whispered Blade (MoR)

**Water**

Neutralize Poison

Ice Storm

Near to Ice (Rok)

Control Water

Cure Critical Wounds

Restoration

Stand Against the Waves (MoR)

Locate Creature

Torrential Rain (MoR)

Yuki's Touch (MoR)

**All**

Importune Kami IV (MoR)

**5th-Level Spells**

**Air**

Bad Kharma (Rok)

Mirage Arcana ,Dance of the Kami (MoR)

Piercing the Soul (MoR)

Improved Invisibility

Dimension Door

Symbol of Sleep

Control Winds

Persistent Image

**Earth**

Dispel Taint (OA)

Embrace of Kenro-ji-jin (MoR)

Force of Will (Rok)

Jurojin's Curse (MoR)

Disrupting Weapon

Spell Resistance

Passwall

Soul Sword (MoR)

Wall of Stone

**Fire**

Breath of the Fire Dragon (Fire Breath

OA)

Burning Steps (MoR)

Confusion

Osano-Wo's Embrace (Rok)

Scatter the Soul's Flame (MoR)

Feeblemind

Call Lightning Storm

Flame Strike

**Void**

Essence of the Void (Rok)

Void Strike (MoR)

Unraveling III (MoR)

**Water**

Mass Cure Light Wounds

Scrying

Energy Transference (MoR)

Atonement

Path of the Scorpion (Rok)

The Path Not Taken (MoR)

Righteous Might [Righteous Might grants shugenja DR 5/magic

10/ magic or 15/magic

since they do not channel positive or negative energy]

Strike of Flowing Waters (MoR)

Wall of Ice

**All**

Commune with Nature

Importune Kami V (MoR)

Summon Nature's Ally V*

**6th-Level Spells**

**Air**

Blessings of the Four Winds (MoR)

Wind Walk

Dominate the Mind (Rok)

Permanent Image

Facing Your Devils (MoR)

The Kami Watch Over Me (MoR)

Veil

Teleport

Cloudkill

Wisdom of the Air Dragon (MoR)

Legend Lore

**Earth**

Stoneskin

Banishment

Antimagic Field

Globe of Invulnerability

Harvest of Jade (MoR)

Undeath to Death

Move Earth

Power of the Earth Dragon (MoR)

Prison of Earth (Rok)

Wall of Iron

Wooden Prison (MoR)

**Fire**

T.'s Transformation

Mark of Justice

Final Rest (Rok)

Fire Seeds

Fires of Purity (OA)

Greater Heroism

Plain of Desperate Evil (MoR)

Rage of the Fire Dragon (MoR)

Symbol of Fire (New)

Yakamo's Anger (OA)

**Void**

Balance the Elements (MoR)

Spiritual Presence (Rok)

Unraveling IV (MoR)

**Water**

Acid Fog

Ebb and Flow of Battle (MoR)

The Emperor's Road (MoR)

Heart of the Water Dragon (MoR)

Master of the Rolling River (OA)

Heal

True Seeing

Contingency

Symbol of Fear

Heroes' Feast

Within the Waves (Rok)

**All**

Greater Dispel Magic

Importune Kami VI (MoR)

Kharma (Rok)

Summon Nature's Ally VI*

**7th-Level Spells**

**Air**

Borne by the Wind (MoR)

Instant Summons

Mislead

Guardian of Air (MoR)

Project Image

Programmed Image

Poison of the Windspider (Rok)

Ryoshun's First Gift (MoR)

Teleport Object

Mass Invisibility

**Earth**

Blade Barrier

Disintegrate

Essence of Earth (Rok) [The DR granted by this spell is 25/magic]

Guardian of Earth (MoR)

Spell Turning

Laughter of the Risen Earth (MoR)

Statue

Mass Hold Person

Symbol of Stunning

Tomb of Jade (OA)

**Fire**

Chain Lightning

Death of Flame (Rok)

Grandfather's Word (MoR)

Guardian of Fire (MoR)

Kuro's Fire (MoR)

Insanity

Sunbeam

Fire Storm

Prismatic Spray

**Void**

Essence of All (MoR)

Winds of Change (Rok)

Unbound (MoR)

**Water**

Control Weather

Endless Deluge (MoR)

The Flow of Time (Rok)

Greater Scrying

Guardian of Water (MoR)

Osaku's Lifeblood (MoR)

The Penetrating Drop (Rok)

Greater Restoration

Greater Arcane Sight

Words of the Kami (OA)

**All**

Importune Kami VII (MoR)

Summon Nature's Ally VII*

**8th-Level Spells**

**Air**

Alter Mind (MoR)

Screen

Greater Spell Immunity

Call the Spirit (MoR)

Phase Door

Slayer's Knives (Rok)

Greater Shout

Greater Teleport

Whirlwind

**Earth**

Binding

Devastation of Stone (MoR)

Earthquake

Iron Body

Protection From Spells

Kami's Strength (MoR)

Oni Warding (MoR)

Time's Deadly Hand (Rok)

Power Word Stun

**Fire**

Boiling Fire (MoR)

Sunburst

Curse of the Burning Hand (MoR)

The Element's Fury (MoR)

Everburning Rage (Rok)

Power Word Blind

Incendiary Cloud

Delayed Blast Fireball

**Void**

End of Illusions (MoR)

Unraveling V (MoR)

Visage of the Void (Rok)

**Water**

Gather the Clouds (MoR)

Hands of the Tides (MoR)

Kingdom Beneath the Sea (MoR)

Regenerate

Word of Recall

Tides of Battle (MoR)

Discern Location

Moment of Prescience

The Waves Are Ever Changing (Rok)

**All**

Importune Kami VIII (MoR)

Summon Nature's Ally VIII*

**9th-Level Spells**

**Air**

Doji's Curse (MoR)

Look Into the Soul (MoR)

The Mirror's Smile (Rok)

Time Stop

Ring of Air (MoR)

Seeing Ages Past (MoR)

Teleportation Circle

Walking the Way (Rok)

**Earth**

Castle of Earth (MoR)

Essence of Earth II (Rok) [The DR granted by this spell is 50/magic]

Maw of the Earth (MoR)

Purity of the Seven Thunders (Rok)

Quest For the Pearl (MoR)

Ring of Earth (MoR) [The DR granted by this spell is 20/air]

Slumber (MoR)

Antipathy

**Fire**

Call of Fire (Rok)

Choke the Soul (MoR)

Final Ruin (MoR)

Follow the Flame (Rok)

Ring of Fire (MoR) [Subjects of this spell may take 20 on initiative checks
but this has no effect if cast during an encounter]

Meteor Swarm

Turmoil (MoR)

**Void**

Banished to the Outer Darkness (MoR)

Divine the Future (Rok)

Draw Back the Veil (MoR)

Master the Void (MoR)

Ring of Void (MoR)

**Water**

Kharmic Vengeance (MoR)

Kumo's Black Embrace (MoR)

Mass Heal

Peace of the Kami (MoR)

Ring of Water (MoR)

Suitengu's Embrace (Rok)

Tsunami (Rok)

Wheel of Fortune (Rok)

**All**

Elemental Swarm

Importune Kami IX (MoR)

Summon Nature's Ally IX*

- Shugenja may only cast Summon Nature's Ally spells to summon elementals of a size appropriate to the spell level.

*Monsters*

Monsters are described in the SRD, Creatures of Rokugan and Oriental Adventures (3rd edition). A few are listed here.

Skills: All creatures have a bonus to all skills equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky oni, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of shugenja (see below).

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and

combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, d4->d6, d6->d8, etc).

Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Bushi, Nusutto, Shugenja as required.

| Name | Hit Dice | Armor Class | Attack |
|---|---|---|---|
| Animal (small) eBadger | HD 1d8+2 (6 hp) | AC 15 | Claw +4 (1d2-1) |
| Aranea | HD 3d8+6 (19 hp) | AC 13 | Bite +4 (1d6 &p); poison (DC13, 1d6/2d6 Str) |
| Demon, Bebilith | HD 12d8+48 (102 hp) | AC 25 | Bite +19 (2d6+9 &p), 2 claws +14 (2d4+4 & armor damage); poison (DC20, 1d6/2d6 Con), web; DR 30/+3, protective aura, plane shift, scent, telepathy |
| Dire Rat | HD 1d8+1 (5 hp) | AC 15 | Bite +4 (1d4 plus disease) |
| Dragon (young Azure) | HD 13d12+39 (123 hp) | AC 21 | Bite +20 (2d6+7), can fly |
| Akki (Goblin) | HD 1d8+1 (5 hp) | AC 15 | Morningstar +2 (1d6) or javelin +3 (1d4) |
| Inugami (vengeful dog spirit) | HD 4d8+4 (22 hp) | AC 16 | Bite +5 (1d10+2) |
| Human Commoner | HD 1d8+1 (5 hp) | AC 12 | Dagger +1 (1d6+1) or sling +1 (1d4) |
| Ghoul | HD 2d12 (13 hp) | AC 14 | Bite +3 (1d6+1 &par), 2 claws +0 (1d3 &par); paralysis (DC14), create spawn; undead, +2 turn resistance |
| Insect (small) eg Spider | HD 1d8 (4 hp) | AC 14 | Bite +4 (1d4-2 plus poison) |
| Merfolk | HD 1d8+1 (5 hp) | AC 13 | Trident +1 (1d8), heavy crossbow +2 (1d10); low-light vision. |
| Octopus, Giant | HD 8d8+8 (44 hp) | AC 18 | 8 tentacles +10 (1d4+5), bite +5 (1d8+2); |
| Ogre | HD 4d8+11 (29 hp) | AC 16 | Great club +8 (2d8+7) or javelin +1 (1d8+5) |
| Ogre Mage | HD 5d8+15 (37 hp) | AC 18 | Huge greatsword +7 (2d8+7), or huge longbow +2 (2d6) |
| Shadow | HD 3d12 (19 hp) | AC 13 | Incorporeal touch +3 (1d6 Str) |
| Skeleton Warrior | HD 1d12 (6 hp) | AC 15 | Scimitar +1 (1d6+1) or claw +1 melee (1d4+1) |
| Troll | HD 6d8+36 (63 hp) | AC 16 | Claw +9 (1d6+6) |
| Wolf | HD 2d8+4 (13 hp) | AC 14 | Bite +3 (1d6+1) |
| Zombie | HD 2d12+3 (16 hp) | AC 11 | Slam +2 (1d6+1) or club +2 (1d6+1) |

**DISEASE**

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below. The entries for diseases include the following information:

Name of the disease: Type, DC, incubation, damage.

Type lists the disease's method of delivery (contact, inhaled, or injury). DC lists the phys+STR check DC needed to prevent infection. Incubation lists the time before damage begins. Damage lists the ability damage the character takes after incubation and each day afterward.

Cackling Fever: Inhaled, DC 16, 1day, -1d6 MIND.

Filth Fever: Injury, DC 12, 1d3 days, -1d3 DEX and 1d3 STR.

Mindfire: Inhaled, DC 12, 1day, -1d4 MIND.

Red Ache: Injury, DC 15, 1d3 days, -1d6 STR.

Shakes: Contact, DC 13, 1day, -1d8 DEX.

**EXTREME HEAT & COLD**

If not wearing suitable protection, a character must make a Phys+STR check once every 10 minutes (DC 15, +1per previous check), taking 1d6 damage on each failed save.

**FALLING DAMAGE**

A falling character takes 1d6 hp of damage per 10 feet fallen. If the character makes a successful Phys+DEX roll, he takes only half damage. The DC for the phys+DEX roll is equal to the depth fallen in feet. In the event that the fall ends in an area laden with spikes or jagged rocks, add +1hp of damage to falling damage per 10' fallen (with a maximum of +10 hp).

**POISON**

Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way. Any character that uses poison will gain and/or increase their Taint. Several typical poisons are summarized below. The entries for poisons include the following information:

Name of the poison: Type, DC, damage, price.

Type lists the poison's method of delivery (contact, ingested, inhaled, or injury). DC lists the phys+STR check DC needed to avoid the poison's damage. Damage is expressed as "xdx/xdx." The first number is the initial damage, taken immediately upon failing the phys+STR check against the poison.

The second number is the secondary damage, taken one minute after exposure to the poison if a second phys+STR check is failed. Ability damage is temporary unless marked with an asterisk(*), in which case the loss is permanent. Unconsciousness lasts 1d3 hours. Price lists the cost for one dose of the poison. It can usually only be obtained through less- than-reputable sources, as the possession of poisons are commonly illegal.

Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.

Burnt Pieris Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, extremely expensive

Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, extremely expensive

Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, extremely expensive

Oil of Fugu: Ingested, DC 15, O/unconsciousness

Urushi Paste: Contact, DC 16, -1 DEX/-2d4 DEX, Very Expensive

Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, inexpensive

Monstrous Scorpion (small): Injury, DC 12, -1d2 STR/-1d2 STR.

Monstrous Spider (tiny): Injury, DC 10, -1d2 STR/-1d2 STR.

Monstrous Spider (small): Injury, DC 10, -1d3 STR/-1d3 STR.

Sassone Leaf Residue: Contact, DC 16, -2d12 hp/- 1d8 STR.

Sleep Poison: Injury, DC 13, unconsciousness/ unconsciousness for 2d4 hours, inexpensive.

Snake (medium viper): Injury, DC 11, -1d6 STR/- 1d6 STR.

Snake (large viper): Injury, DC 11, -1d6 STR/-1d6 STR.

Snake (huge viper): Injury, DC 14, -1d6 STR/-1d6 STR.

**References**


Microlite20

http://www.forum.koboldenterprise.com/

M20 Japanese Weapons

http://wiki.greywulf.net/cgi-bin/wiki.pl/Macropedia/Kitsunemori_Weapons

Unmei Points

http://deaddogcafe.wordpress.com/

http://www.evilhat.com/home/

Character Creation/Advancement Ideas

www.dominowriting.com/games.html

d20 SRD

http://dndsrd.net/

Spell List

http://wiki.rpg.net/index.php/3.5_L5R_Spell_List

Source material

http://www.wikipedia.org/

http://www.gutenberg.org/wiki/Main_Page

http://www.feedbooks.com/

Japanese history, Heian Period, Japanese weapons and armor. Japanese mythology. Sohei, Samurai, Ninja, Shugenja. Shinto, Buddhism, yamabushi. Japanese legendary creatures, Japanese fairy tales.

http://www.taleofgenji.org/

Shinto Sacred Texts

http://www.sacred-texts.com/shi/index.htm

Japanese Armor

http://www.sengokudaimyo.com/katchu/katchu.html

Games

Bushido – Fantasy Games Unlimited

GURPS Japan – Steve Jackson Games

Sengoku – Gold Rush Games

Oriental Adventures (3rd Edition) – Wizards of the Coast

Oriental Adventures (1st Edition) - TSR

Rokugan Campaign Setting – Alderac Entertainment Group

Magic of Rokugan – Alderac Entertainment Group

Creatures of Rokugan – Alderac Entertainment Group

Magic: the Gathering (Kamigawa set) - Wizards of the Coast

Campaign Material

http://oriental.hardpoints.de/

*License*

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered

Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Microlite20 © 2006, Robin V. Stacey (robin@greywulf.net)

Yamato m20 2010, David Y. Hudson (jendave@yahoo.com)

[End of License]

This product is 100% Open Game Content except for Product Identity, as per the Open Game License above. Product Identity includes Microlite20, Robin V. Stacey, Yamato M20 and David Y. Hudson.